

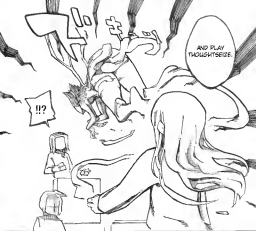
MAGIC!





*A. Land worth around \$130





•Discard* Putting a card from your hand into your graveyard.



I'LL
HAVE YOU
DISCARD*
CRANIAL
PLATING.

IT LETS
ME SEE YOUR
HAND AND HAS
YOU DISCARD
ANY ONE CARD
I CHOOSE
FROM IT.

Mugi:
18 Life



I WON'T
LET YOU
DO THAT.

Force of Will =





My
Master
of
Ethereal

GUA...

AND PAY
ONE LIFE
TO PLAY
IT.

Mugi:
17 life

INSTEAD
OF PAYING
THE MANA
COST, I CAN
EXILE* A BLUE
CARD FROM
MY HAND...

*Exile: Put a card in the exile zone (outside the game)



I COUNTER
YOUR
SUMMON!



AH!
I'LL
EX-
PLAIN!

What
was
supposed
to be?



Beginning Phase
(includes the untap step)



Main Phase



Combat Phase



Main Phase



Ending Phase

A SINGLE
TURN IN
MTG
CONSISTS
OF THESE
FIVE
STEPS.

BASICALLY,
INSTANTS
CAN BE
PLAYED AT
ANY TIME.

THE CARD
MUCH-SENPAI
PLAYED,
Force of Will,
IS AN INSTANT.



I SEE.

INSTANTS,
ON THE OTHER
HAND, CAN
BE PLAYED IN
ANY STEP, EVEN
DURING YOUR
OPPONENT'S
TURN!

CAN ONLY
BE PLAYED
DURING
THE MAIN
PHASE
OF YOUR
OWN
TURN.

CARDS
OTHER THAN
INSTANTS,
SUCH AS
CREATORS
OR
ARTIFACTS...



JUST NOW,
MUCH-SENPAI
USED Force
of Will AFTER
REIJIU-SENPAI
TRIED TO
SUMMON
MASTER OF
ETHYLEUM.

ONLY
AFTER YOUR
OPPONENT
PLAYS A
SPELL OR
ABILITY CAN
YOU PLAY
YOUR
INSTANTS.

WHAT
DOES
THAT
MEAN?

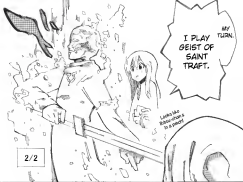
HOWEVER,
DURING YOUR
OPPONENT'S
TURN, THEIR
ACTIONS TAKE
PRECEDENCE.



AM?
THAT'S
WHAT
HAP-
PENED!







2/2





Legendary Creature — Spirit Monk

Hopscotch (This creature can't be the target of spells or abilities your opponents control.)
Whenever Grail of Saint Traft attacks, put a 4/4 white Angel creature token with flying onto the battlefield tapped and attacking. (It's that value at end of combat.)

2/2

**TRAFT'S
ABILITY
TRIGGERS!**

I'LL ATTACK,
THEN.

**ATTACK
WITH
BOTH!**

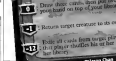
GAAH!

I PUT AN
ANGEL
TOKEN INTO
PLAY.

**Ritsu:
14 Life**

4/4





EACH POINT OF DAMAGE IS SUBTRACTED FROM THE PLANEWALKER'S LOYALTY.

PLANEWALKERS ARE PUT INTO THE GRAVEYARD WHEN THEIR LOYALTY REACHES ZERO.



NORMALLY, CREATURES IN MTG CAN ONLY ATTACK PLAYERS, BUT IF A PLANEWALKER IS ON THE BATTLEFIELD, IT CAN BE ATTACKED AS WELL.

IF THEIR LOYALTY REACHES ZERO, THEY ARE PUT INTO THE GRAVEYARD.







COLUMN

•The Card on page 8•

There was no explanation about Engineered Explosives;
Here it is now



- X: unless the card specifies otherwise, you are free to pay any amount of mana in any color.
- Sacrifice: This enters the battlefield with a charge counter on it for each color of mana spent to cast it.

ON PAGE 8 I CAST IT WITH 8 BINGO ZERO AND ANIMAL SO THERE WERE NO CHARGE COUNTERS ON IT

THAT'S WHY, WHEN ACTIVATED, IT DESTROYED ALL OF BINGO ZERO-COST CREDS.



COLUMN 2

•Powerful cards in present-day Standard•



FOR PLAYERS NEW AND OLD Alike, I'll be introducing some powerful cards which are currently legal in Standard.



FLYING BEING
THAT THE CREATURE
CAN'T BE BLOCKED BY
OTHER CREATURES
WITHOUT FLYING
OR REACH



RESTORATION ANGEL'S COST OF ONLY 1 WHITE AND IS COLORLESS MAKES IT VERY COLOR RESTRICTIVE, AND IT HAS AN EXCELLENT ABILITY.

PLAYING ANGEL OF SERENITY GIVES YOU CONTROL OF THE BOARD.

YOUR OPPONENT WILL DEFINITELY BE UNHAPPY IF YOU DECIDE TO SOLE ANOTHER COPY OF IT IN THE GRAVEYARD.



SNAPCASTER MAGE'S ABILITY LETS YOU RE-PLAY ANY INSTANT OR SORCERY CARD IN YOUR GRAVEYARD.



SNAPCASTER AND ULAMA ARE BOTH POWERFUL CARDS IN LEGACY AS WELL.

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